



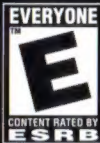
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NTSC U/C

PlayStation®



SLUS-00867



STAGE
rollcage II™

DUAL SHOCK™

MIDWAY

WARNING: READ BEFORE USING YOUR PLAYSTATION® game console.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

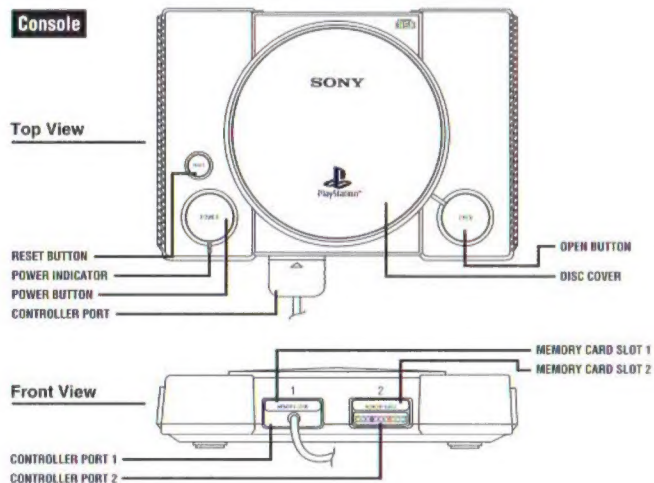
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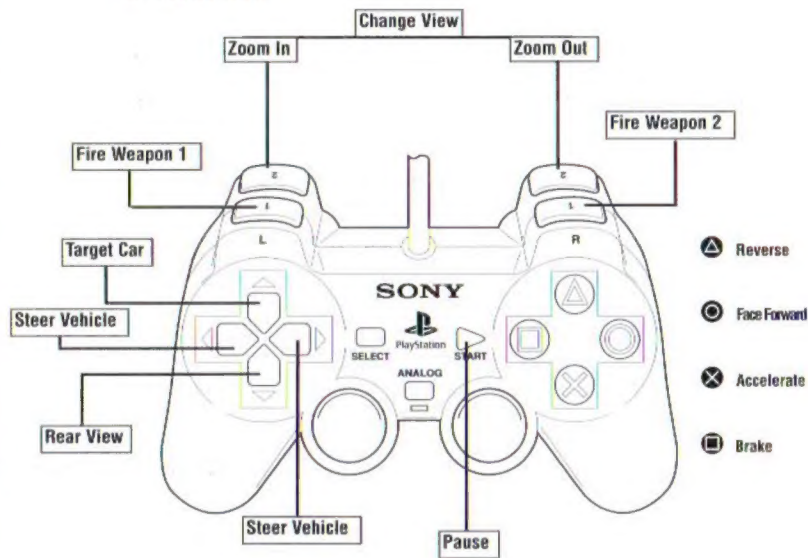


Setting Up

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Rollcage Stage II disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



Controls



NOTE: when using the DUALSHOCK™ analog controller, please ensure that it is in Analog mode (LED: Red). The Left analog stick can be used to steer your vehicle.



1. Best Lap Time
2. Total Race Time
3. Current Position
4. Current Speed
5. Weapon 2
6. Weapon 1
7. Progress Indicator
8. Current Lap Time
9. Lap Number

Menus

USING MENU SCREENS

Use the directional buttons to highlight an option, then press the

X button to confirm. To return to the previous menu screen, press the **△** button.

Title Screen

Press the **START** button to access the Main Menu.

Main Menu

1 PLAYER GAMES: go to the 1 Player Games Menu

2 PLAYER GAMES: go to the 2 Player Games Menu

OPTIONS: go to the Options Menu

AUDIO: go to the Audio Menu

RECORDS: go to the Records Menu

MEMORY CARD: go to the Memory Card Menu

PASSWORD: go to the Password Menu

BONUS AWARDS: go to the Bonus Menu

1 Player Games Menu



CAMPAIGN MODE

There are two campaign modes to choose from. Select either Total Racing or Classic Racing.


TOTAL RACING – coming first is not the only way to win. Use of tactical weapons and fastest lap times all add up to an aggregate score. You may pass the finish line first, but that does not guarantee your victory.

Points are awarded for successfully using weapons on your opponents and destroying buildings (the larger the building, the more points you get). Points are also awarded every time you finish a lap, dependent upon your current position in the race, and there is a cool bonus for holding the fastest lap time at the end of the race.

CLASSIC RACING - classic Rollcage race action with a gentle learning curve. Try and score maximum league points (30) for a special bonus award.

Once you have confirmed your decision, you will be taken to the Car Selection Screen to pick your vehicle from those available.

The next screen up is the League Selection Screen, where you can pick the league in which you wish to participate.





Before you enter the race you will be shown the Confirmation Screen and at this stage you can return to the previous menus to choose another car or league. When ready to commence racing, highlight BEGIN and press the  button.

At the end of the race, the Car Award Screen will be displayed. If you finished first, you will be awarded a new car from those available.

The Results Screen depends upon which type of race you have just completed:

- a) Total Racing - the Results Screen displays the points accrued by each car and how they were obtained.
- b) Classic Racing - the Results Screen displays the best lap time and overall time for each car.
- c) Knockout - the Results Screen displays your time, qualification for the next league (if applicable) and the number of retries remaining (if applicable).

Arcade Mode

Choose your vehicle from the Car Selection Screen. Press the  button to access the Track Selection Screen. Press the  button to select a track and a small sub-menu will be displayed. The sub-menu shows the various environments to choose from. Press the  button again to access the Confirmation Screen. When ready to start the race, highlight BEGIN and press the  button.

Time Attack

Race against the clock on your chosen track and surpass your lap-time records. Time Attack pick-ups are always speed-ups - no other weapons here! After the first lap, a ghost car will appear for you to race against. Use the ghost car as a guide as it races your previous best lap.

Training


Use the training section to perfect your skills in combat and driving, and gain extra experience before you get out on the track.


Scramble


Okay, all you have to do is stop in the checkerboard end zone. Sounds easy right? Wrong! Adequate Scramble times get you a bronze medal. Excellent times get you gold. Remember... speed is good, but control is everything. Fall off and it's time to try again.

2 Player Games Menu

SINGLE RACE/TOURNAMENT/ TIME ATTACK/ COMBAT/ PURSUIT


The Car Selection Screen will be displayed. Each player must pick a car from the selection available. Both players must press the  button to access the Track Selection Screen. Combat Mode and Pursuit Mode have their own specially-designed circuits, which can be selected in the usual way. In Tournament Mode, you can either choose all the tracks prior to starting or race them at random.

NOTE: In Tournament Mode and Combat Mode, a sub-menu will be displayed before the Car Selection Screen. Use the sub-menu to set the win parameters for each race and press the  button to confirm.

Before you enter the race you will be shown the Confirmation Screen. The NUMBER OF LAPS option displays the maximum amount of times you will complete a circuit during the race - choose between 1 and 99 (NOTE: applicable to Single Race Mode and Tournament Mode only). The SPLIT SCREEN option can be set to HORIZONTAL or VERTICAL division. When ready to commence racing, highlight BEGIN and press the  button.

Options Menu

PLAYER 1 CONTROLS

Use the up and down directional buttons to highlight a BUTTON LAYOUT controller configuration. There are four BUTTON LAYOUT options to choose from. Highlight VIBRATION and use the left and right directional buttons to turn the vibration function of the DUALSHOCK™ analog controller on (YES) or off (NO). Finally, highlight EXIT and press the  button to return to the Options Menu.

PLAYER 2 CONTROLS

See "Player 1 Controls" section above.

Screen Adjust

Use the directional buttons to position the screen to your satisfaction and press the  button to confirm.

HUD Level

Choose from LOW, NORMAL or HIGH to alter the brightness of the on-screen message overlays.

Weapons

Rollage without weaponry is like cookies without milk. However, for those of you who only want to race, here's where you can turn the weapons off.

Catch Up

Choose either ON or OFF.

Motion Blur

Choose either ON or OFF.

Exit

Press the  button to return to the Main Menu.

Audio Menu

CD:

Use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

FX:

Use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.

TRACK UP:

Use the  button to scroll up the list of in-game musical tracks.

TRACK DOWN:

Use the  button to scroll down the list of in-game musical tracks.

CD INDEX:

Use the left directional button to select Random and the right directional button to select Normal.

EXIT:


Press the  button to return to the Main Menu.



Records Menu

Access the best times data for each Rollcage circuit. These hi-scores are there to be beaten, so get out on the track!


Memory Card Menu



LOAD:



If you have previously saved Rollcage Stage II to a Memory Card, you will be able to load the game. Use the up and down directional buttons to select which Memory Card to load from and press the  button to confirm.

If a saved game is found, loading can commence. Use the down directional button to highlight YES, then press the  button to confirm. Alternatively, to abort loading, highlight NO, then press the  button to confirm.

SAVE:

Use the up and down directional buttons to select which Memory Card to save to and press the  button to confirm.

To commence saving, use the down directional button to highlight YES, then press the  button to confirm. Alternatively, to abort the save, highlight NO, then press the  button to confirm.

If a previously saved game is found, you will be prompted to overwrite the saved data. Highlight YES to overwrite, then press the  button to confirm. Alternatively, to abort saving, highlight NO, then press the  button to confirm.

EXIT:


Choose EXIT to return to the Main Menu.

Password Menu

GIVE A PASSWORD

If you have yet to purchase an official Memory Card, don't despair. Simply ask the game to give you a password and it will supply you with one. Make a note of the password, and at a later date you can re-enter it to return the game to its current state. All awards, tracks and so on are reloaded, but without a Memory Card, the high scores are wiped clean every time you turn off the Console.

ENTER A PASSWORD

Follow the on-screen instructions to type in a password, then press the  button. If you have entered an invalid password, you will get the chance to try again.

Enter the correct password and the following on-screen message will be displayed: "Password Accepted" You will now have access to all features contained in the password.

Press the  button at any time to return to the Main Menu.

NOTE: Some hidden features apply to 2 player games and are only available when two controllers are inserted.

Bonus Menu

Lots of hidden goodies are waiting to be discovered. The Bonus Menu will display the secrets when you unlock them.

In-Game Menu

MUSIC VOLUME: use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

FX VOLUME: use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.

QUIT RACE: choose NO to return to the In-Game Menu. Choose YES to access the Results Menu. You will not be awarded any points for quitting the race.

QUIT LEAGUE: choose NO to return to the In-Game Menu. Choose YES to return to the Main Menu.

CONTINUE: press the  button to resume racing.

Rollcage Weapons

Each Rollcage car is equipped with two weapon slots - Weapon 1 and Weapon 2 (see The Game Screen section earlier in this manual). Each weapon slot has a double-strength power-up capability. Collect two weapons of the same type to get a powered up version of that weapon.



MINI ROCKETS

Fire once, when the target scope appears on your HUD, to launch a homing rocket that will lock onto any nearby buildings or large structures. Target other cars by pressing the up directional button.

POWERED UP MINI ROCKETS

As above but you can now target enemy cars behind you (by pressing the down directional button) as well as buildings. However, the lock-on is slow to take effect, so you'll need to look backwards for a while first.



CHAIN GUN

Fire once and 100 rounds are shot off. On impact with another car, that car will be buffeted and jolted. If the direct stream hits home, the car will be spun around, making cornering very difficult and slowing things down on the straight aways.

POWERED UP CHAIN GUN

The weapon will last longer and will track the target car, meaning that more of the bullets will hit home.



DRILLER ROCKET

The Driller Rocket lets nothing get in its way. Specially designed to drill through targets, with one well-aimed shot, you can take three cars and a building out at a time - sending rubble flying.

POWERED UP DRILLER ROCKET


Power up to a Double-Driller weapon of destruction. Two sets of rockets will hurtle down the track causing extreme chaos. Press the down directional button to fire the Double-Driller backwards.



LASERBLADES

Lethal electro-laser spikes shoot out horizontally from the hub of each wheel. When passing vehicles drive through the beam, their tires will instantly turn to ice, making driving an even more hazardous activity. The ice will eventually thaw, but have you ever tried driving on a skating rink?

POWERED UP LASERBLADES

This power up combines the deadly LaserBlades and a Turbo boost. Now you can line up some competitors ahead of you, press the  button to fire the weapon and simply sweep by at maximum speed taking them all out one by one.

TIME WARP



The sands of time are falling... slowly... ever so slowly...

Release the Time Warp and your opponents will have their speed severely affected in a swirling psychedelic haze. A Time Warp will only affect enemies in front of you and will slow them down to a greater extent the further in front they are.

POWERED UP TIME WARP

Power up and slow time down for everyone in the race, except yourself.

LEADER MISSILE [Fancy a game of "follow the leader"?]



Launch this and wait for the current race leader to be taken out. If you ARE the leader, your HUD will flash as a warning that a Leader Missile is on its way. In addition, you can check your HUD distance meter to see how near it is.

POWERED UP LEADER MISSILE

How about two leader missiles? Twice the carnage. The first one takes out the leader's shield then the second one blasts him...



WORMHOLE

The Wormhole will appear up-track in front of your car. Drive through it and come out in front of the car that is in the position ahead of you. The Wormhole will exist for a short period and allow others to use it and drop in front of you!

POWERED UP WORMHOLE

Power up and you will jump forward two places. For example, a doubled up Wormhole can transport you from 5th to 3rd position.



RADIUS BOMB

The Radius Bomb generates a massive explosion from your car that pops all those around you into the air. The Radius Bomb takes a while to warm up and affects cars only within its range.

POWERED UP RADIUS BOMB

When doubled, the Radius Bomb has a bigger radius, has a greater powered explosion and is louder. But it takes longer to warm up.



SHIELD

Protect your car against a limited number of enemy weapon impacts with the Shield. It also reduces the likelihood of loss of control when you are rammed.

POWERED UP SHIELD

Now you see it, now you don't. Nobody can target you if you are invisible. Leader Missiles lose their lock and fly right on by. Cool.



TAZER RAM

Engage the Tazer Ram and sparks of incandescent lighting will envelop your car. You are now ready to do some damage. Hit another car and send it skyward.

POWERED UP TAZER RAM

Twice the Tazer Ram with a handy tractor beam to drag your enemies within range.



STASIS BEAM

The hardest weapon to use, but with the biggest effect.

A ground-hugging laser streaks from the front of your car, writhing along the circuit until it hits an indestructible object. Any car that the beam touches is blown into the air where it is put into a temporal limbo – otherwise known as a “stasis”.

While in this frozen state, the car can still be hit with weapons, but they won't take effect until the car is unfrozen about three to five seconds later.

Press the fire button to activate the Stasis Beam. It will take a little while for the weapon to charge before firing. However, if you hold the fire button during charge up and then release it, you can determine the launch-time. Delay firing and it'll go off in your pocket!

POWERED UP STASIS BEAM

Press the down directional button, to fire the Stasis Beam backwards.



TURBO

“Some are born speedy, some achieve speediness and some have speediness thrust upon 'em.” That's what William Shakespeare wrote. Well, sort of. Just press the fire button to go faster or tap the fire button to go even faster, albeit for a shorter distance.

POWERED UP TURBO

“If Rollcage is the food of speed, play on.”

If the Bard had ever played Rollcage Stage II, we are sure he would have written that immortal line. But he didn't own a console, just a quill and some parchment paper. Nevertheless, Double Turbos mean double the speed sensation and as you will experience, that is hardly Much Ado About Nothing.

PROGRESS INDICATOR

The best weapon is information, and that's what this handy thing gives you. It's a permanent part of your HUD, but knowing what it does will be immensely useful to you in a race.

The white dot represents you, and the other red dots represent your opponents. The long white bar represents the length of a lap, and the position of those dots tells you how far all the cars are through their respective laps. You can use this to see how far your opponents are behind you, or to see how far you have to catch up!

In Total Racing Mode, all the dots have a green bar underneath them. These bars represent how many points you and your opponents have racked up, and if a bar is red, it means that car currently holds the best lap time for the race. Use this information to your advantage!

Music Credits

Artist: E-Z Rollers

Track: **Breakbeat Generation**. Written & Produced by A.Banks, J.Hurren & K.Richards. Engineered by A.Banks & J.Hurren. Vocals performed by K. Richards & MC Jakes. Guitar & Bass by L.Vasey. Rhodes by J.Sanger. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: E-Z Rollers

Track: **Double Cross**. Written, Produced & Engineered by A.Banks & J.Hurren. Trumpet by D.Howes. Trombone by P.Eagling. Sax by J.Unwin. Rhodes by J.Sanger. Bass by L.Vasey. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Technical Itch

Track: **Deadline**. Written, Produced & Engineered by M.Caro @ Technical Itch Studios, Bristol, UK.. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Technical Itch

Track: **Caution**. Written, Produced & Engineered by M.Caro @ Technical Itch Studios, Bristol, UK.. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Omni Trio

Track: **Penetration**. Written, Produced & Engineered by R.Haigh @ Mainline Studios, Suffolk, UK.. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Omni Trio

Track: **Secret Life**. Written, Produced & Engineered by R.Haigh @ Mainline Studios, Suffolk, UK.. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Aquasky

Track: **Control**. Written, Produced & Engineered by D.Wallace, B. Newitt & K.James. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Aquasky

Track: **Halifax**. Written, Produced & Engineered by D.Wallace, B. Newitt & K.James. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Flytronix

Track: **Imaginary Forces**. Written, Produced & Engineered by D.Demierre. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Flytronix

Track: **Naked Funk**. Written, Produced & Engineered by D.Demierre. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Dom & Roland

Track: **Spooks**. Written, Produced & Engineered by D.Angas @ Too Manic Studios, London, UK. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Artist: Dom & Roland

Track: **Slipstream**. Written, Produced & Engineered by D.Angas @ Too Manic Studios, London, UK. (P) & © 2000 Moving Shadow Ltd. Published by Moving Shadow Music Ltd.

Game Credits/ATD Credits

PROGRAMMING

Lead Programmer: Tim Swan
Rendering Engine: Steve Bennett
A.I. Systems: Geoff Browitt
Physics System: Steve Bennett
Map Editing System: Doctor Andrew Wright
Everything else: Lyndon 'Nod' Sharpe

ART

Lead Artist: Richard 'Chad' Priest
Artists: Martin Sommerville, Rob James, Tony Heap, Jimmy O'Ready, Bela Lund, John Dunn
Art Design: Ben Blethyn

DESIGN

Lead Track Designer: Gavin Cooper
Track Designers: Neil Whigfield, Ben Ackerman, James Kett, Mike McCurdy

PRODUCTION

Produced & Designed by: David Perryman, Stuart Tilley
Special Thanks to: Rob Baker and Richard Ling

Psygnosis Credits

Brand Manager: Enda Carey
US Product Manager: Susan Campbell
USPR Manager: Charlotte Panther
USPR Coordinator: Lynn Behraves
Manual Layout for US: Madhouse Design Group
Operations and Creative Services Manager: Monique Catley
Additional publishing support: Erik Heinrich, Candace McDonald, Melissa Roth, Dana Oertell, Chad Benesh, Jameson Wang and Molly Hinchey
Internal QA Supervisor: Paul Tweedle
Senior Lead Tester: Mark O'Connor
Testers: Michael Aspinall, Colin Berry, Matt Brooks, Alan McArdle, Carl Seddon
Manual and packaging text written by: Russell Coburn
Manual approved by: Lee Travers and Stephen Griffiths

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Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com

Midway Customer Support
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday
Automated help line open 24 hours a day